COMMODORE 16 & PLUS 4 SUPER HITS

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6 GREAT CASSETTES IN ONE!!

Cuthbert in the Cooler — MICRODEAL

Castle Dracula — MICRODEAL

ARENA 3000 — MICRODEAL

ULTIMATE — MICRODEAL

SUPER VALUE ONLY £6·95

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Playing Instructions follow for the six games on this tape it is recorded on both sides and the file names are as follows:

SIDE 1 COOLER, ULTIMATE, TOMBS, DRACULA, ARENA, C-SPACE*
SIDE 2 ULTIMATE, TOMBS, DRACULA, ARENA, C-SPACE*, COOLER

TO LOAD TYPE LOAD "[name of game]" when READY prompt appears type RUN.

CUTHBERT IN THE COOLER

The object of the game is to collect the various objects on each screen and get out of the top again while avoiding the guards etc., you can guide CUTHHBERT around with the keys 1, :, RUN/STOP and the COMMODORE key (below the RUN/STOP key). Alternatively you may use a joystick plugged into the JOY1 port.

You will have 3 CUTHBERTS to start. Each object you pick up will increase your score. You will also receive a time bonus for completing a sheet quickly. Extra lives can be gained by getting high scores. You also start with 3 bombs. These can be laid one at a time, by pressing the space bar or the joystick fire button. Once laid they can be detonated by pressing the space bar or fire button for a second time. These will destroy anything they touch while exploding - including CUTHBERT - so watch out! An extra bomb is awarded for each sheet completed.

ULTIMATE ADVENTURE

At the start of each game you will be asked which level of difficulty you want. Type in a number between 1 and 5 and then press return. We suggest you keep to level 1 until you have managed to complete the adventure at this level, then move on to higher levels. At first you will find any other level very difficult.

Having selected your difficulty level the computer will put you in an imaginary world which it has created itself. The object of the game is to explore this imaginary world in search of treasures. These will be distributed differently each time you play the game.

At the start of each adventure you will be in the market place with £300 and 300 strength points, here you may opt to buy any items that you can afford. To view the market contents, type LIST CONTENTS. (note that each instruction you type in should be followed by pressing the RETURN key) each item has a fixed price (except the

clue!) and a limited number of times which it can be used. Buy wisely! having equipped yourself, you are ready to start exploring to move about, type in instructions such as GO N or GO SW - to go North or South-west, these can normally be abreviated to N or SW occasionally you will be in danger and you will be asked which item you wish to use to protect yourself use the item which is most suited to the danger. To find out what items you still have type INVENTORY (the F1 key will do this for you automatically) If you don't have anything suitable, try using your HANDS, these dangers will usually rob you of some strength. Strength is also depleted by moving, swimming, diving, searching for treasure etc., should your strenght ever reach zero then your game is over. If you can find and enter the infirmary your strength will be rejuvenated.

To search for treasure use SEARCH (sometimes you may have to SEARCH several times to find a treasure) to pick up any treasure which you find type GET TREASURE, to shed an unwanted item type DROP GUN (to drop your gun) to pick it up again type GET GUN. In the market place use BUY to purchase any items. Any information which is scrolled off the top of the screen can be recalled with LOOK, note that on the ocean you can only GO if you have a raft otherwise you must SWIM (e.g. SWIM S etc.)

There are initially seven treasures to be collected but the maximum number of items you can carry at once is limited to eight. This means that to get the last Treasure you must drop all but one of them, when you have all the Treasures your game will continue with new Treasures. You are now equipped with enough information to make a start on the ULTIMATE ADVENTURE, but keep your wits about you...there are some surprises awaiting you yet.

CUTHBERT IN THE TOMBS

In the year of 6502 BC, I JESMON HYS, a natyve of ye far away city of Nodlon, dyscovered ye ancient tombs of Ledromica, some three decaydes past, whilst on a trek through ye rich pastures of TATSECLUS. I entered into the tombs and from thence I spent many years exploring the myriad of chambers and gained much knowledge as to ye ways, ye promises of great unimaginable treasures and ye straynge inhabitants of ye many coloured caverns. From ye many carvings and scriptings on ye walls I have come to know of an even greater goal. It would seem that somewhere in ye tombs was a temple, dedicated to ye worship of Rah. Anyone reaching this temple would be given a gift far greater than any treasure!! Alas I

am now but an olde man, too slow of brain and frail of body to continue my quest. My notes herewithe should help ye, my successor, in reaching a far away goal. There is much to know and many skills to master before thee should enter ye great tombs.

May the force be with ye.

ENTERING YE GREAT TOMBS

Ye must entere ye tombs with much cayre, for they are inhabited by many different creatures with very evyl ways and thy only protection willst be a wonderous Ray whych can dispele thy enemies, a gift from Ra himself.

There are four species which can be filled with the Ray of Ra - these are the Ghostly Ghouls, Beastly Bats, Sadistic Saxaphones and Sworded Spheres, all of which are extremely devious and will lye in wayte for thee. One touch from these could be fatal. If ye manage to dispel one with thy ray, ye wyll gain ten tokens. Take great cayre passing the evyl portals from which they emanate.

There is one other creature that inhabits THE TOMBS, THE STEKEVAB FIENDS; their numbers are many and they must be avoided at all costs because they are immune to the Ray of Ra. Thy first encounter with these fiendish monsters of the unknown will be in Chamber V111 "Meet the Feinds".

TREASURE

There are three types of treasure in abundance throughout the tombs and each has a different value of token

The lowest in value is the silver lantern whych is worth one hundred tokens. The second are the many gemstone rings for whych you will gain two hundred tokens.

The most valuable of treasures are the solid gold apples whych are worth four hundred tokens.

TREASURE CHAMBERS

Tayke what ye need to refil thy lamp and to gain the letters ye require to make CATACOMB - tarry not too long - thy oxygen is scarce and needed for future travels.

THE OLDE KEYS

The olde keys are very heavy and ye may only carry one at a time so ye may finde that it is necessary to have to go back for further keys when you are faced with two locks or more!!!

Ye will also have a limited oxygen suply in each chamber, which wyll slowly run out. If it reaches zero you will lose a lyfe. Your only

chance of fresh air is to open the lock to the next chamber

THE MAGIC LAMPS

Ye wyll also be given three lamps of the colours red, green and blue. These are filled with an olde magic elixir which can be used to thwart the evyl ones but it can be used but once only, simply by touching an evyl one in the room of the same colour as thy full lamp. Once used, thy lamp will be empty and to refill it ye must be in the room of the same colour as the empty lamp and must gain 2000 tokens. Some chambers abound with treasures to help ye in filling thy lamp. Each time ye manage to refill thy lamp, ye will also be awarded one letter of the word "Catacomb" should ye manage to light up all the letters, ye will be awarded an extra lyfe. Great cayre must be taken to be sure that the letter ye light up is the one ye require and not one already gotten.

THE RAY OF RA

As I mentioned earlier in my notes, upon entering the tombs ye wyll be gifted with the wonderous Ray of Ra. With this Ray, ye may dispel all evyl ones in thy path gaining ten tokens for each creature disposed of.

However, the ray has become olde and faulty and now can only be used to dispel those creatures that are in a direct horizontal path with thee and ye must be facing in their direction.

DISCIPLES OF RA

From further writings on the walls I was able to discover that deep within the tombs the stones can be found arranged to form the initials of the ancient Disciples of Ra. If ye can finde them all and despatch them to the High Temple with the chamber's title a surprise gift may come thy way. I dicovered and managed to sketch this one:

TOMBSTONES

CHAMBER 26 (Beware Traps)

Take careful note of the contents of my chest, I dayre not tell ye how to pass through this chamber but I have left ye a clue which should help ye on thy waye.

"Large heavy hints, to help ye on thy way"

CHAMBER 49 (Triple choice)

Ye olde locks abound - do ye really need to open all??? Count ye keys and studye thy surroundings with great care.

TRANSPORTATION CHAMBERS

Beware ye olde transportation Chambers. They are often not what they seem and although they can be used to great advantage whilst avoiding ye evyl ones they can trap you within themselves. My lips have been sealed and I dayre not divulge their secret for fear of the wrath of the Great Ra, but a clue as to their secret lies below.

"Another Tombstone"
IF YE TAKE A TURN IT WILL NOT BE FOR THE WORSE.

ALAS AND ALACK

Alas and alack, I reached Chamber 99 and found I could progress no further. If ye should succeed in completing my quest and reach the Temple, thy reward will be to become the favoured High Priest of Ra, whych will make ye virtually invincible against all future foes. However ye have a long way to go yet oh weary traveller, from my maps, I guess there to be over two hundred chambers abounding with treasures of great value. Continue my quest in order that the Power of Ra may live on. May the force be with ye.

CASTLE DRACULA Adventure 5

Your computer has placed you in an imaginary world set in a little village in Transylvania. You play the part of Baron von Helsing who is on a touring holiday with his wife. After staying one night in a small hotel you wake up to find your wife missing and no-one has seen her. You get the impression that the mysterious castle on the hill is involved but none of the locals will even talk about it!! This then is the setting for the start of your adventure. You control your actions by giving one or two word commands via the keyboard. Your computer will carry out these actions and inform you of the results. To move about use commands such as GO NORTH or GO EAST - which can usually be abreviated to N or E. Whilst exploring this imaginary world you will come across various problems which need to be solved. For example if you decide that you need some HOLY WATER you'll need to figure out how to get it! don't give up easily, adventures are all about problem solvng.

There are a few 'standard' commands which will work in most adventures:-

INVENTORY	will display a list of all the items which you are carrying
HELP	may give you a clue (maybe not!)
LOOK	try it!
EXAMINE DOOR	may give you more information about the door
TAKE KNIFE	will add the knife to your inventory (assuming

there is a knife lying about for you to take!)

These are the most used commands but there are plenty of others which the computer may understand. If it doesn't understand a word try another! Make a map, this will help a lot. Above all think!! Happy adventuring.

ARENA 3000

Is played in waves called Arenas, Ease arena has a certain number of opponents. There are eight possible opponents and an Arena can be all one type or several different types. The arenas get harder as you go along. At the beginning the opponents will be killed with one shot. Later it may take more than one hit or they mutate into other creatures. Each opponent has its own pattern of movement.

You begin the game with 3 Cyborgs. At the beginning of each new Arena you will be told how many Cyborgs you have left. You get a bonus Cyborg after each 20000 points. You will hear a particular sound effect whenever you reach a bonus.

OPPONENTS	Hyper-sphere	100	Ty Fighter	150
	Robot	200	Satelite	200
	Saucer	300	Baiter	500
	Crab	550	Spider	550

CUTHBERT IN SPACE

Control is with joystick in Port 1 or keyboard.

Keyboard Controls:	Run/Stop Key	= Up
	Commodore Key	= Down
	L Key	= Left
	: Key	= Right
	Spacebar	= Fire

Game Play

Cuthbert has been sent on a looting mission. You must collect the fuel pods and return them individually to the Mother Ship. Once all the pods are collected you can go on a looting mission for extra points. After the looting mission you depart for another planet but sometimes your ship malfunctions and you must go for vital spares before the bomb detonates. Each time you go for spares your spacecraft reacts differently to the controls. GOOD LUCK!

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